

PATENT APPLICATION OF

STEVEN J SCHROMM

FOR

THE TABLETOP SPIN-TUBE GAME,
UTILIZING AN ELONGATED CYLINDRICAL PROJECTILE

BACKGROUND OF INVENTION

This invention can be related with some similarity, though at the same time very different to the following games. Comparable to games like Foosball, and Billiards. These games and including "The Spin-Tube Game," have either side walls or rails to accomplish the containment of their perspective projectiles when being played..

Though the comparison is limited, when played the similarity grows close. In the respect that it has the true feel and excitement of good a old fashioned indoor sports game . Yet with a brand new game concept never seen before.

With a search of the classification CLASS D21 GAMES, TOYS, AND SPORTS EQUIPMENT the invention is in, it could not be categorized in a subclass that fits this appropriately as it is so unique.

SUMMARY OF INVENTION

A very unique game unlike anything in existence today or part of our past. A game that uses an elongated cylindrical projectile when put into motion is as spectacular as a ground flower firework on the 4th of July. As it rattles end to end in a fast rotation on it's own axis it has a wonderful flowery appearance. And with that pattern of rotation a sphericity is formed in the center of the projectile's axis. This is the most fundamental aspect of the new and innovative game play this invention brings.

The tabletop Spin-Tube game is a unique and thrilling new concept in indoor sports gaming. For serious competition or just leisure fun. Challenging and exciting, you can build real gaming skills to improve your chances of winning. It is not hit-or-miss. Finding consistency as one would to shoot the eight ball in the corner pocket in a billiards game will certainly be obtained with practice. Viable as many stand-alone and tabletop game standards.

Never before has an elongated cylindrical projectile been sent rotating and rattling end to end with a component within the pattern to constitute an element in a game. It is this unique pattern of the projectile in motion that sets this game apart so distinctly.

DESCRIPTION OF DRAWINGS

The description of the drawings are in the DESCRIPTION OF THE INVENTION section.

DESCRIPTION OF THE INVENTION

This tabletop version of the Spin-Tube game is depicted in Drawing 1-5, Fig 1. It is an Overhead View of the tabletop game. The Playing Surface(4) is 16 mm thick Medium Density Fiberboard with a 1 mm thick High Pressure Plastic Laminate. Surface Graphics are screen printed using enamel for wear resistance. The depiction of the surface graphics to later explain fundamentals are (6), (7), (8), (9), (10). The Winner's Circle(6), Center Line(7), Minus Points

section(8), Point Valued section(9), and the projectile Sending Box(10).

The molded plastic Top Shell(12) with rounded inner corners(2B) encompasses a few different elements on the table. End Wall(2), and Side wall(3) for containment, Gutter(5), specifically a channel having a circular curvature. This holds projectiles not in play. Score Keeper(11) to place projectiles in an upright position representing game points.

The Dimensions of the tabletop game are shown in Drawing 2-5, Fig. 2, the Side View, and Fig. 3 the Overhead View. First Fig. 2. The Height(13) is 7 cm, Length(14) is 97 cm. In Fig. 3, the Outside Width(15) is shown at 70 cm. The opening or Recess Width(16) is 20 cm. Dimensions of the surface also shown in this figure, displaying the Surface Width(17) is 66 cm and Length(18) at 92 cm.

Drawing 3-5, Fig 4, the Elongated Cylindrical Projectile is shown in an upright position in a slightly Elevated View. Made of plastic and is hollow with ends square to it's longitudinal axis. It's Dimensions are, Length(19) 47 mm, Wall Thickness(20) 1 mm, Diameter(21) 10 mm.

The most fundamental aspect of the game is a method of sending the game's projectile into a rotation that causes a sphericity or ball to seemingly hover in the center of it's axis. By aiming you can send the projectile across the game table toward the point valued section to score. Placing the projectile directly crosswise directed toward your target is key. The smooth qualities of both the playing surface and the projectile accommodate a proficient rotation sufficient for game play.

Moreover the game play is reliant upon the smooth qualities of both the playing surface and the projectile. Do to the fact that the projectile must essentially slip out from under the player's finger when sending into play. So the projectile is then spinning lengthwise at the same time rotating either clockwise or counterclockwise depending on side of the projectile you prefer to send from.

The thrust and velocity when this occurs is from the side of the projectile it was sent from and it should be noted that the lengthwise spin is actually going in the opposite direction than the rotation. This factor gives more importance to the smooth qualities needed.

Players flip a coin to see who goes first. The objective is to lock in 700 points and then to the center of the winners circle(6) for the win.

Fig. 5 is a Side Elevated View of the method of sending the projectile onto the surface. It attempts to depict a projectile in motion in stages of the rotation.

By placing the hand in the recessed area(1) of the end wall the players send the projectile from a horizontal position from inside the Sending Box(10). By placing a finger over one of the far sides of the projectile(22) and before it's edge as it lays more or less crosswise in front of the player and by pressing down off the side of it's curvature and pushing it out the projectile will be sent up(23) into a rotation(24) rattling end to end off the surface.

Attempting to aim for the either of the point valued sections(9) on the left or the right of your opponents side of the center line(7). Once you have the hovering sphericity(25) or ball like component of the rotating projectile inside the section for approximately 3 seconds it is counted. With a hundred points earned you take the projectile and place it in your score keeper (11) in an upright position representing 100 points for each one placed.

You must try to avoid the negative points sections(8) on the surface that will take any earned points away, thus having to remove a projectile from your score keeper(11). The points are taken away in 100 point increments.

After you have the full 700 points the points are locked so to speak and nothing can take them away. The player will then shoot for the center of the Winners Circle(6) for the winning element.

Throughout the game when you or your opponent misses the target with the points or goes to the negative points section your turn is over. The players go again after gaining points in the game. As one would go again in a billiards game after making a shot for example.

Drawing 4-5 Fig.6 and Fig. 7 are Overhead Views of the rotation. Fig. 7 Displays the projectile rotating in a Point Valued section(9) and in fair position.

It should be constituted to submit photographs due to the fact that the subject matter is highly difficult to draw when in motion. The final drawing sheet Drawing 5-5 Fig. 8 and Fig. 9 are black and white photographs. The images are of the same photo. It is an Elevated Side View of the rotating projectile. Fig. 9 is a cropped version for a close up.

RAMIFICATIONS AND EMBODIMENTS

The invention described should not be construed as limitations. Design and changes could easily be made and would remain functional. The following are some expanding possibilities.

1. The Projectile could be sealed, or solid throughout and still remain functional just as long as the elongation is present. Various contouring could be made and if the elongation is kept the functionality could still be operable and serve as acceptable to it's playability.
2. Glow in the dark projectiles, to small micro light systems installed. Aesthetic designs added to augment the appearance and prove to be highly entertaining when projectile is in motion.
3. The tabletop Spin-Tube game easily converted to a stand-alone game table. Added legs to become comparable to a Foosball table for example.
6. A game table fitted with sensors and other devices to trigger lights, sounds and functionality in respect to this game. Similar to a pinball game though rotating over various areas of surface.